



ABSTRACT AND BIOGRAPHY

“Bring Me A Rock” – Getting The Right Requirements

How many of us have played the game, “Bring Me A Rock” with our customer or boss? If this phrase made you laugh, or wince, you’ve felt the frustration of developing a project’s top level requirements in an inefficient, iterative way. There are a number of proven techniques to help a customer with a vision develop specific top level goals and requirements: “A Day In The Life Of”, “Why Five Times”, “Beginning With The End In Mind”, and the most basic of all, “Tell Me Why You Want This.” While these techniques may be well known, we often forget them in the frenzy of trying to satisfy our customers without wasting their valuable time. This session will help Project Managers, and Project Team Members, remember the importance of getting the right requirements the first time.

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Mr. Berry is a Systems Engineer and Project Manager on the Orion Spacecraft Program for United Space Alliance. In addition, he is part of USA’s Project Management Working Group, which is responsible for. He is also part of a team of instructors for a 3 day Integrated Project Management workshop, which has trained over 500 project managers and project team members.

Prior to this position, Mr. Berry was a Project Manager on the International Space Station Program, managing projects to modify Space Shuttle flight and ground systems for ISS use. He has also been a Payload Project Manager, and Payload Project Office Manager in the Space Shuttle Program.

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